Sibilant Whispers

A one-page RPG
By Daniel Strickland
For 1 or more players
and a Game Master

You Are

A human being in contact with a sinister, powerful Entity which has you do its bidding. Speaking to you through a cursed Object, it promises you a Certain Reward as compensation for accomplishing the Labors it cannot or will not. Give yourself a name. an age, and a brief description (perhaps your own) in the box below.

To Play

Accept the deal for a Certain Reward with a Game Master (GM) willing to play the part of your Entity and of the world which seeks to resist your efforts. The GM will provide you with a Labor to complete and situate your character. From there on, your actions are up to you and fate. Each session, where you attempt a Labor, should take about an hour.

NAME

DESCRIPTION

STAMINA	SAVVY	SANITY
0 1 2 3 4	0 1 2 3 4	0 1 2 3 4
5 6 7 8 9	5 6 7 8 9	5 6 7 8 9

Start with 2 points in Stamina, 2 points in Savvy, and 6 points in Sanity. To finish creating your character, distribute 6 extra points between Stamina and Savvy.

STAMINA is your strength, resilience, and energy. Use it to jump, fight, run, block, and wield your body as an instrument. Stamina is your physical health. If it reaches zero, you die.

SAVVY is your charm, know-how, finesse, skill, and improvisation. Use it to deal, pay, cheat, tinker, operate, and leverage your skll. Savvy is your social health. If it reaches zero, you become powerless and alone.

SANITY is your mental fortitude in the face of horror. Use it to hang on to your soul. Sanity is your spiritual and mental health. If it reaches zero, you surrender completely to the Entity.

Taking Action

To take an action in the game, declare what you want to do. The GM will declare a target value [easy = 9, medium = 12, hard = 15, tough = 18, extreme = 21, impossible = 25].
Roll three six-sided dice (3d6) and add the relevant Characteristic score declared by the GM. If that total sum:

- Exceeds the target value without the benefit of one of the rolled dice, you **succeed**.
- Ties the target value or exceeds it using all three rolled dice, you have a **limited success** –the GM adds a complication to the world.
- Fails to beat the target value even with all three dice, your action **fails**, and the GM adds further complication.

However, you can sacrifice your abilities to overcome luck. If you fail or have a limited success, you can decrease the characteristic you rolled by one point to immediately succeed.

The only way to get your characteristics back is to broker a deal. At any point, you can decrease your Sanity by one, allowing the Entity further control of your soul to increase both Savvy and Stamina by one.

At the end of a session, if you complete the Labor successfully, increase either your Stamina or Savvy by one point. If you fail and yet live, increase your Sanity by one point but drop both your Stamina and Savvy by one point each.

To GM

Keep the stakes going by introducing complications to the circumstances. Instead of adding a complication, you may choose to inflict damage to a player, and temporarily decrease a characteristic of your choice by one. Do so sparingly. Most people cannot endure damage and characters in Sibilant Whispers are no different. All "damage" you inflict this way should be restored upon the successful completion of a Labor. The Entity will ensure its puppet stays put together enough to complete the Labors.

When playing a game with multiple players, they might have different Entities & objects, but should share a common Labor.

The game is set in our modern world and may or may not be supernatural. Decide how you want it with your player(s).

Pregen Table

Below are lists of example Entities, Labors, Objects, and Certain Rewards, if you'd like to randomly generate those together with your player(s) by rolling a ten-sided die.

Entities	Labors	Objects	Certain Rewards
0. Hellish demon.	0. Infiltrate a cult.	0. Small metal box.	0. Wealth.
1. Malevolent soul.	1. Murder a curator.	1. Old war locket.	1. Erase a memory.
2. Forgotten god.	2. Steal a totem.	2. Bonsai tree.	2. Talent.
3. Secret organization.	3. Get a tract of land.	3. Cell phone.	3. Status and security.
4. Eldritch being.	4. Burn down a library.	4. Vial of cells.	4. Answers.
5.Alien ambassador.	5. Construct an altar.	5. Wristwatch.	5. Warp time.
6. Vile sea creature.	6. Murder a journalist.	6. Beautiful gem.	6. Fame.
7. Pod of creatures.	7. Find ley lines.	7. Prosthetic arm.	7. Transcend your body.
8. Loved one's voice.	8. Prepare a ritual.	8. Silver headphones.	8. Join your Entity.
9. A complete mystery.	9. Rob a laboratory.	9. Deck of cards.	9. Supernatural power.